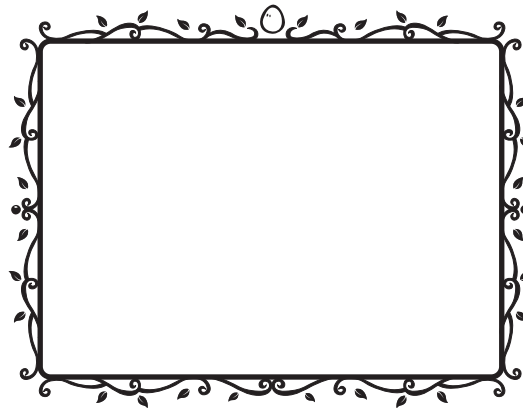


りゅうたま

natural fantasy R.P.G.

Character Sheet









Ryubito Created



Character name				Player name			
Level		EXP		Sex		Age	
Class	/			Type	/		

Class Skill	Stats Used	Effect
	+	
	+	
	+	
	+	
	+	
	+	

Specialized weapon		Specialized Topo/Weather		Personal Item	

Stats	STR d 	DEX d 	INT d 	SPT d 
HP	[Max HP = STR × 2]		[Max MP = SPT × 2]	
	 ⇒		MP	 ⇒
Condition	[STR + SPT] ★ If over 10, add 1 dice size to any 1 stat			Fumble Points
		2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20		
Traveling Rules				Initiative
1) Movement Check [STR + DEX] 2) Direction Check [INT + INT] 3) Camp Check [DEX + INT]				[DEX + INT]

Equipment (Equipped items count as size 0)

Weapons	Accuracy	Damage	Durability	Effect/etc.
Shield Armor	Defensive Points	Penalty	Durability	Effect/etc.
Traveler's Outfit	Effect/etc.		Effect/etc.	

[Topo + Weather] Determine bonuses and penalties for Topography and Weather here

Check Bonus	LV1地形⇒6		LV2地形⇒8			LV3地形⇒10			LV4地形⇒12		LV5地形⇒14
	grassland	wasteland	woods	hilly terrain	rocky terrain	forest	swamp	mountain	desert	jungle	high mountain
Check Penalty	Weather: +1					Weather: +3				Weather: +5	
	rain	hard wind	fog	heat	cold	hard rain	snow	thick fog	dark	storm	biting snow

Status Effects If the next day's Condition Check is higher than the status effect number, it is cured.

Body	 Injury [DEX]-1段階		 Poison [STR]-1段階		 Sick [ALL]-1段階	
Mind	 Tired [SPT]-1段階		 High [INT]-1段階		 Shock [ALL]-1段階	